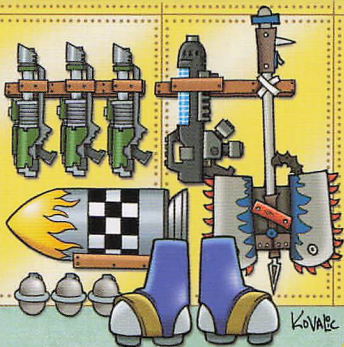


# MUNCHKIN<sup>®</sup>

## WARHAMMER<sup>®</sup> 40,000



# HAYWIRE GRENADE

Play during any combat. +3 to either side, or +5 when played against a munchkin who has a Vehicle. This is a fire/flame attack. Usable once only.



KONALIC

One-Shot

200 Gold Pieces

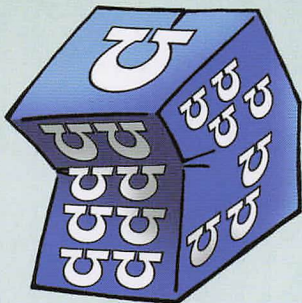
# WEAPONS CACHE



If you draw this card face up, **immediately** draw three more face-up Treasures and then discard it (even if it's part of a monster's Treasure). If you draw it face down, you may discard it at any time to draw three face-down Treasures.

# LOADED DIE

Play after you roll the die, for any reason. Turn the die so the number of your choice is on top. That's your roll.



KOVACIC

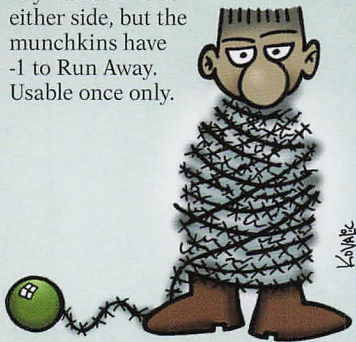
Usable once only.

**One-Shot**

**300 Gold Pieces**

# ANIMUS VITAE

Play during  
any combat. +5 to  
either side, but the  
munchkins have  
-1 to Run Away.  
Usable once only.



One-Shot

300 Gold Pieces

**+3 BONUS**

Usable by Necron Only

# QUANTUM SHIELD



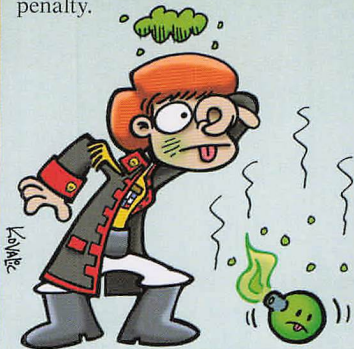
KONALIC

**Armor**

**400 Gold Pieces**

# MIASMAN GRENADE

Play during any combat. +5 to the munchkin side, but the stench means that no one will help fight the monsters; if there is a helper already, they withdraw with no penalty.

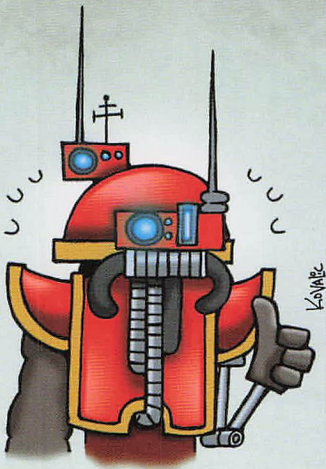


One-Shot

200 Gold Pieces

+2 BONUS

# NEUROSTATIC HELMET



Headgear

300 Gold Pieces



**+3 BONUS**  
**RADIUM PISTOL**



KONARIC

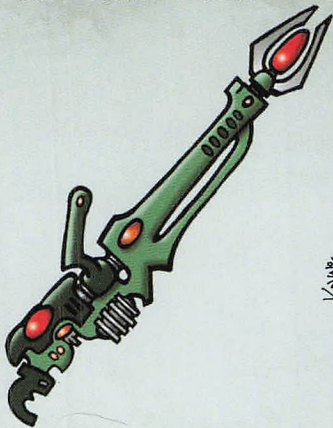
**1 Hand**

**400 Gold Pieces**

**+3 BONUS**

# **HAYWIRE BLASTER**

This is a fire/flame attack.



KOVACIC

**1 Hand**

**400 Gold Pieces**

# SCORCH BUG



KOVACIC

Play during any combat. +4 to either side. This is a fire/flame attack. Usable once only.

**One-Shot**

**200 Gold Pieces**

**+3 BONUS**

Usable by Aeldari Only

# WITCH STAFF



KOVALEC

1 Hand  
Big

400 Gold Pieces

+1 BONUS

# BLOOD AND SANDALS



KOVAC

Footgear

100 Gold Pieces

**+2 BONUS**

Usable by Tyranid Only

**STRANGLEWEB**



KOVACIC

**1 Hand**

**300 Gold Pieces**

# TORMENT GRENADE

Play during any combat. +4 to either side. Usable once only.

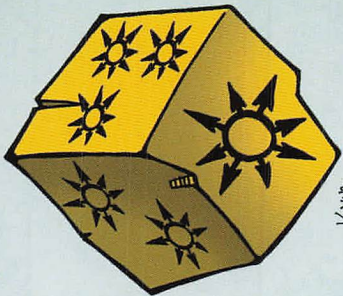


One-Shot

200 Gold Pieces

# LOADED DIE

Play after you roll the die, for any reason. Turn the die so the number of your choice is on top. That's your roll.



Usable once only.

**One-Shot**

**300 Gold Pieces**



# VORTEX GRENADE

Play during any combat. +5 to either side. Usable once only.



One-Shot

200 Gold Pieces

**+4 BONUS**  
**LASBLASTER**

This is a fire/flame  
attack.



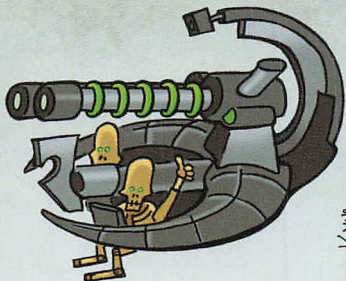
KOVARIC

**1 Hand**

**500 Gold Pieces**

**+4 BONUS**

# **ANNIHILATION BARGE**



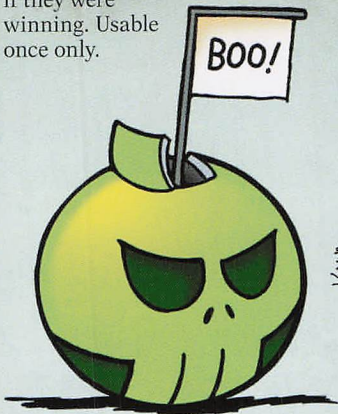
Gets an extra +1 for every Necron in the game. +1 to Run Away.

**Vehicle**  
**Big**

**600 Gold Pieces**

# PSYK-OUT GRENADE

Play during any combat. The munchkins *must* Run Away, even if they were winning. Usable once only.



One-Shot

600 Gold Pieces

# ANTI-PERSONNEL GRENADE

Play during any combat. +2 to help the monster side. Usable once only.



One-Shot

100 Gold Pieces

# PLASMA GRENADE



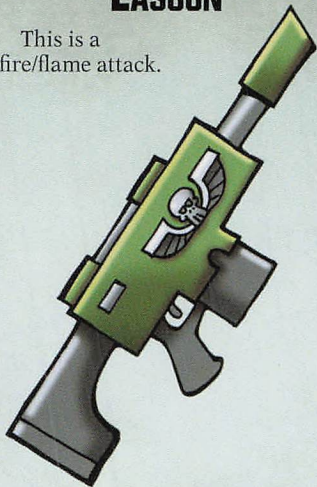
Play during  
any combat.  
+2 to either side.  
Usable once only.

**One-Shot**

**100 Gold Pieces**

**+3 BONUS**  
**LASGUN**

This is a  
fire/flame attack.



KOVAPIC

**2 Hands**

**400 Gold Pieces**

# WISHING RING

Cancels any Curse. Play at any time. Usable once only.



One-Shot

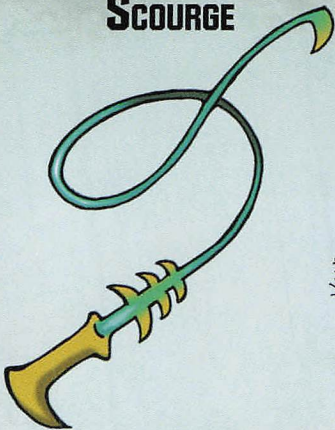
500 Gold Pieces



**+2 BONUS**

Usable by Aeldari Only

# **BEASTMASTER'S SCOURGE**

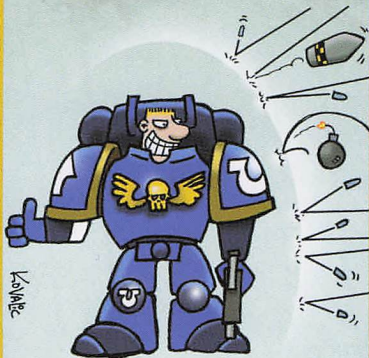


KOVACIC

**1 Hand**

**300 Gold Pieces**

**MAKE ALL YOUR  
ARMOR SAVES**



**GO UP A LEVEL**

+3 BONUS

# MANDIBLASTER HELMET

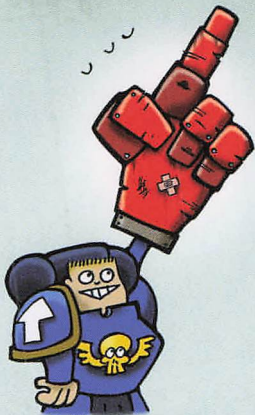


Headgear

400 Gold Pieces

+5 BONUS

# THE FIST OF VENGEANCE



KOVACIC

1 Hand

700 Gold Pieces

+4 BONUS

# CATACHAN DEVIL BOOTS



KOVACIC

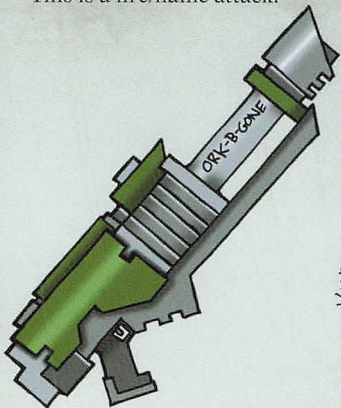
Footgear

500 Gold Pieces

**+4 BONUS**

# LASCANNON

This is a fire/flame attack.



**2 Hands**  
**Big**

**500 Gold Pieces**

**BUY A NEW SHADE  
OF BLACK**



KOVALEC

**GO UP A LEVEL**

**+4 BONUS**

# **WRAITHGUARD CANNON**

Has only a +1 bonus  
against Chaos  
monsters, who  
are already used  
to the warp.



Koname

**2 Hands  
Big**

**400 Gold Pieces**



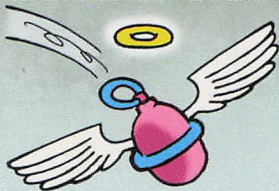
# MORE DAKKA!

Play during any combat.  
The bonus for all Hand  
items is doubled for  
this fight. Usable  
once only.



One-Shot

# SANCTIFIED GRENADE



Play during any combat. +3 to either side, or +5 against a Chaos monster. Usable once only.



KOVACIC

One-Shot

200 Gold Pieces

# INFRASONIC ROAR

Play during any combat. +3 to either side, or +5 if played by a Tyranid. Usable once only.

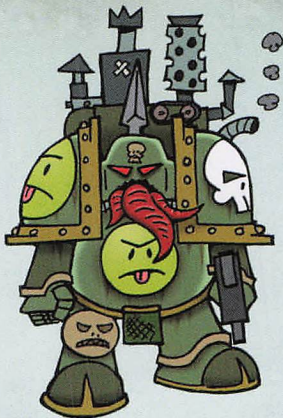


One-Shot

**+3 BONUS**

Usable by Death Guard Only

# PLAGUE ARMOR



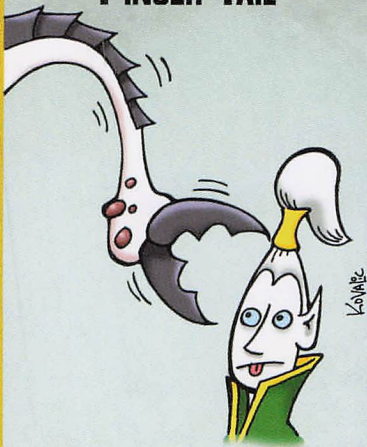
KOVAC

Armor  
Big

400 Gold Pieces

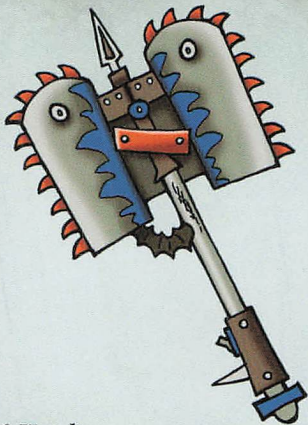
**+3 BONUS**  
Usable by Tyranid Only

# PINGER TAIL



400 Gold Pieces

**+4 BONUS**  
Usable by Ork Only  
**BIG CHOPPA**



KOVAC

2 Hands  
Big

500 Gold Pieces

**+3 BONUS**

Usable by Death Guard Only

# PLAGUESWORD



KOVACIC

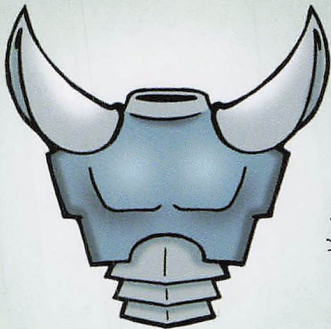
**1 Hand**

**400 Gold Pieces**

**+3 BONUS**

# **GHOSTPLATE ARMOR**

+1 to Run Away.



KOVACIC

**Armor**

**500 Gold Pieces**



**GET A  
PRO PAINT JOB**



KOVARIC

**GO UP A LEVEL**

+2 BONUS

# SLAYER SABRE



KOVARIC

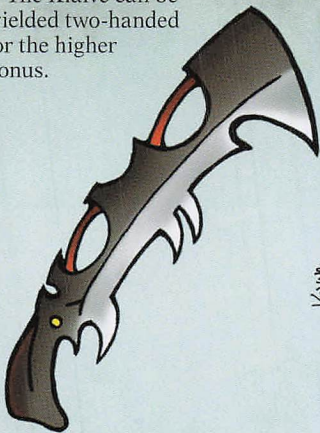
1 Hand

300 Gold Pieces

**+3 / +5 BONUS**

# **KLAIVE**

The Klaive can be wielded two-handed for the higher bonus.

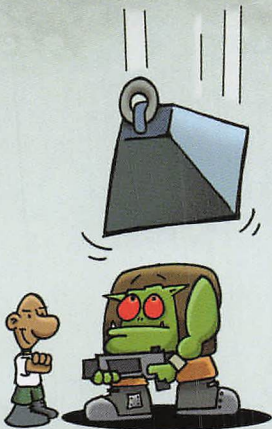


KOVACIC

**1 Hand**

**500 Gold Pieces**

**SPEND A  
COMMAND POINT**

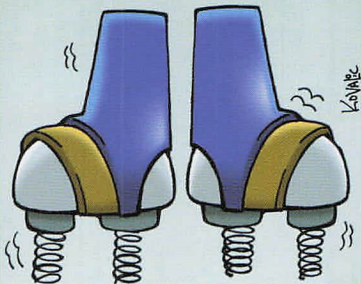


KOVACIC

**GO UP A LEVEL**

**+2 BONUS**  
**JUMP BOOTS**

+1 to Run Away.



Footgear

400 Gold Pieces

# SHOCK GRENADE

Play during any combat. +4 to either side. Usable once only.



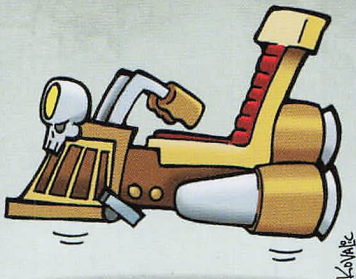
KOVARIC

One-Shot

200 Gold Pieces

**+3 BONUS**

# **AURIC AQUILAS**



Whenever you fail a Run Away roll, you may discard a card to try once more. You must keep the second roll.

**Vehicle**  
**Big**

**600 Gold Pieces**

**+1 BONUS**  
**SKYBOARD**

+1 to Run Away.



KOVAC

**Vehicle**

**300 Gold Pieces**



**+5 BONUS**

# **LYCHGUARD WARSCYTHE**



KOVAC

**1 Hand**

**700 Gold Pieces**

+4 BONUS

# OBLITERATUM

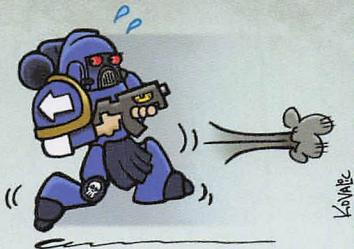


KoValec

1 Hand

500 Gold Pieces

# TACTICAL REARWARD ADVANCE



Play before rolling the die to Run Away from the first monster in your combat. You automatically escape from all monsters. If you were fighting alongside another munchkin, that player also escapes.

**One-Shot**

# KRAK GRENADE



Play during any combat. +3 to either side. Usable once only.



KOVACIC

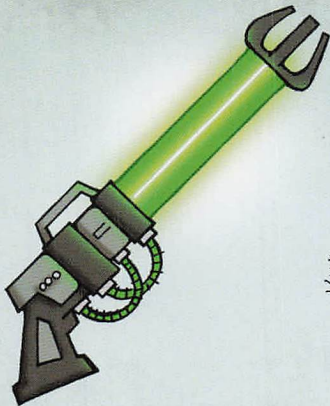
One-Shot

100 Gold Pieces

**+4 BONUS**

Usable by Necron Only

# **GAUSS PROJECTOR**



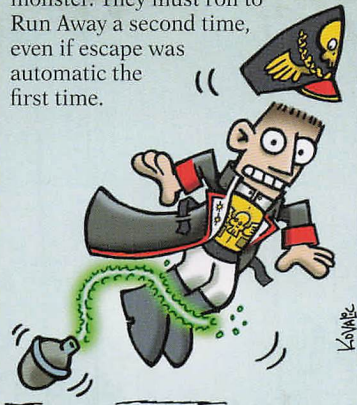
KOVACIC

**1 Hand**

**500 Gold Pieces**

# TANGLEFOOT GRENADE

Play after a munchkin has successfully Run Away from a monster. They must roll to Run Away a second time, even if escape was automatic the first time.



One-Shot

500 Gold Pieces

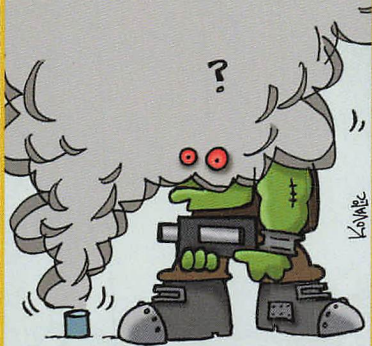
# PURGE YOURSELF FROM IMPERIAL RECORDS



## GO UP A LEVEL

# CREIDANN GRENADE

Play during any combat. +3 to either side. Usable once only.



One-Shot

200 Gold Pieces



# BLIGHT GRENADE

Play during any combat. +5 to either side. May not be used against Chaos monsters! Usable once only.



KOVACIC

One-Shot

200 Gold Pieces

**+2 BONUS**  
**LEMAN RUSS**

+1 to Run Away.



**Vehicle**  
**Big**

**400 Gold Pieces**

+4 BONUS

# THE BURNING BLADE

This is a  
fire/flame  
attack.



KONARIC

2 Hands  
Big

600 Gold Pieces

**+3 / +5 BONUS**

Usable by Ultramarine Only

# PLASMA INCINERATOR

If you choose to take the higher bonus, roll the die at the start of combat. On a 2 or lower, the Incinerator overloads!

You have -4 on that combat *and* must discard this weapon.



This is a  
fire/flame  
attack,  
obviously.

**2 Hands**

**400 Gold Pieces**

**+3 BONUS**

# MISERICORDIA

If you use this in a combat where at least one Chaos monster was killed, go up an extra level, which *may* be the winning level!



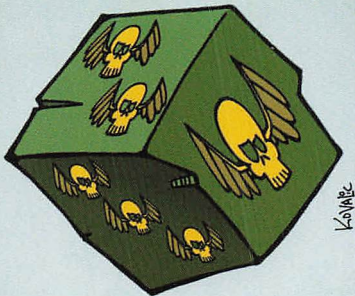
KOVARIC

**1 Hand**

**500 Gold Pieces**

# RELOADED DIE

Play after any other player rolls the die, for any reason. Turn the die so the number of your choice is on top. That's his roll.



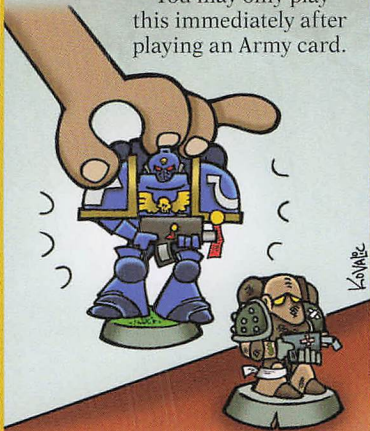
Usable once only.

**One-Shot**

**300 Gold Pieces**

# FIELD A NEW ARMY

You may only play  
this immediately after  
playing an Army card.



## GO UP A LEVEL

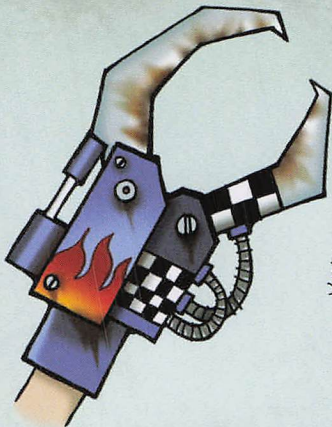
# MAKE A PILGRIMAGE TO HOLY TERRA



## GO UP A LEVEL



**+2 BONUS**  
Usable by Ork Only  
**POWER KLAW**



KOVALEC

**1 Hand**

**300 Gold Pieces**

# FOG OF WAR

?

?

Play during any combat. The munchkins get any bonuses they have against Chaos monsters, even if there are no Chaos monsters in the fight. Usable once only.



KOVACIC

**One-Shot**

# POWER DRAIN

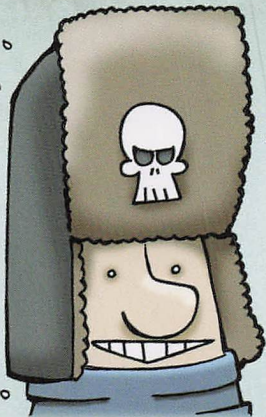
Take a level from the highest-Level character (your choice if there is a tie). You cannot use this card if you are in first place or tied for first.



## STEAL A LEVEL

+1 BONUS

# VALHALLAN HELMET



KOVAC

Headgear

100 Gold Pieces

**+4 BONUS**

# **CHOSEN HELMET**

No bonus against Chaos monsters!



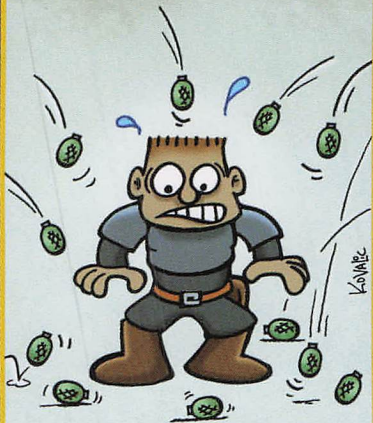
KOVACIC

**Headgear**

**400 Gold Pieces**

# FRAG GRENADE

Play during any combat. +4 to either side. Usable once only.



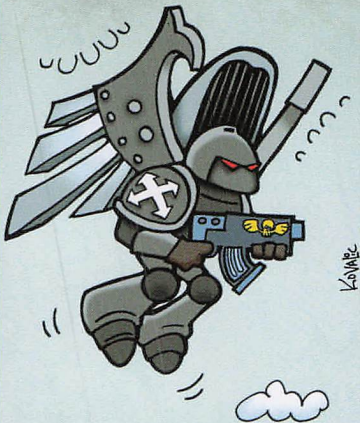
One-Shot

200 Gold Pieces

+1 BONUS

# RAVEN'S FURY

+2 to Run Away.



KOVARIC

Vehicle

400 Gold Pieces

# WISHING RING

Cancels any Curse. Play at any time. Usable once only.



KOVACIC

One-Shot

500 Gold Pieces

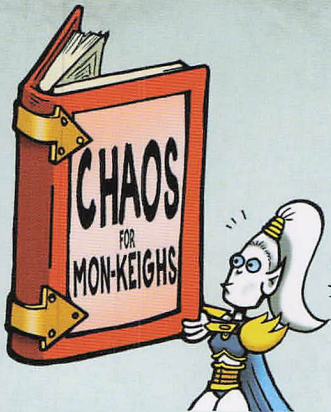


# FIND A LOST PRIMARCH



## GO UP A LEVEL

# RESEARCH IN THE BLACK LIBRARY



## GO UP A LEVEL

**+5 BONUS**

Usable by Ultramarine Only

# **POWER ARMOR**



KOVAC

**Armor  
Big**

**800 Gold Pieces**